SUNSOFT®

for the Nintendo Entertainment System®

*NES—B4—USA—1

BATMAN™

INSTRUCTION MANUAL

SUNSOFT® Limited Warranty

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SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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THANK YOU

Thank You . . . for purchasing the SUNSOFT "BATMAN™" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

PRECAUTIONS

Be sure to turn the power OFF before inserting the game pak or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

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GAME STORY

The citizens of GOTHAM CITY™ are busy planning the city's 200th Anniversary Festival, but there is not much to celebrate. Crime and violence rule the city.

The only man who can free the city from THE JOKER'S™ evil clutches is the one and only — BATMAN™!

With your help, the CAPED CRUSADER™ can defeat THE JOKER and save the good people of GOTHAM CITY. BATMAN is armed with special weapons and acrobatic strength. He must destroy 15 different types of enemies and 5 Bosses, while traveling through 5 stages.

Finally, BATMAN comes face-to-face with THE JOKER! But who will prevail? It's up to you!

SUMMARY OF OBJECTIVES

Stage 1: GOTHAM CITY

- Main Street
- High-Rise Buildings
- Front of City Hall
- Defeat Killer Moth

Inter-Stage Demonstration

Stage 2: AXIS Chemical Factory

- Liquid Waste Floor
- Spark Floor
- Conveyer-Belt Floor
- Nerve Center
- Defeat the Machine Intelligence System

Inter-Stage Demonstration

SUMMARY OF OBJECTIVES

Stage 3: Underground Conduit

- Underground Conduit I
- Underground Conduit II
- Underground Cavern
- Defeat The Electrocutioner

Inter-Stage Demonstration

Stage 4: Ruins of Laboratory

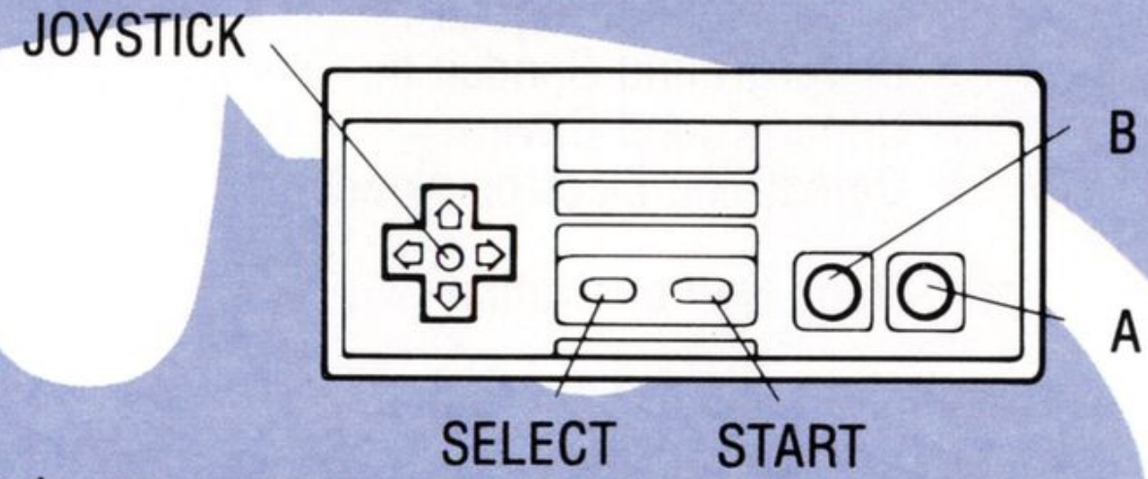
- Research Laboratory
- Storage Room
- Thermal Processing Plant
- Destroy the Dual-Container Alarm

Inter-Stage Demonstration

Stage 5: Cathedral

- Stairway
- Belltower
- Defeat Firebug
- Final Battlefield of BATMAN and THE JOKER

GAME PLAY OPERATION



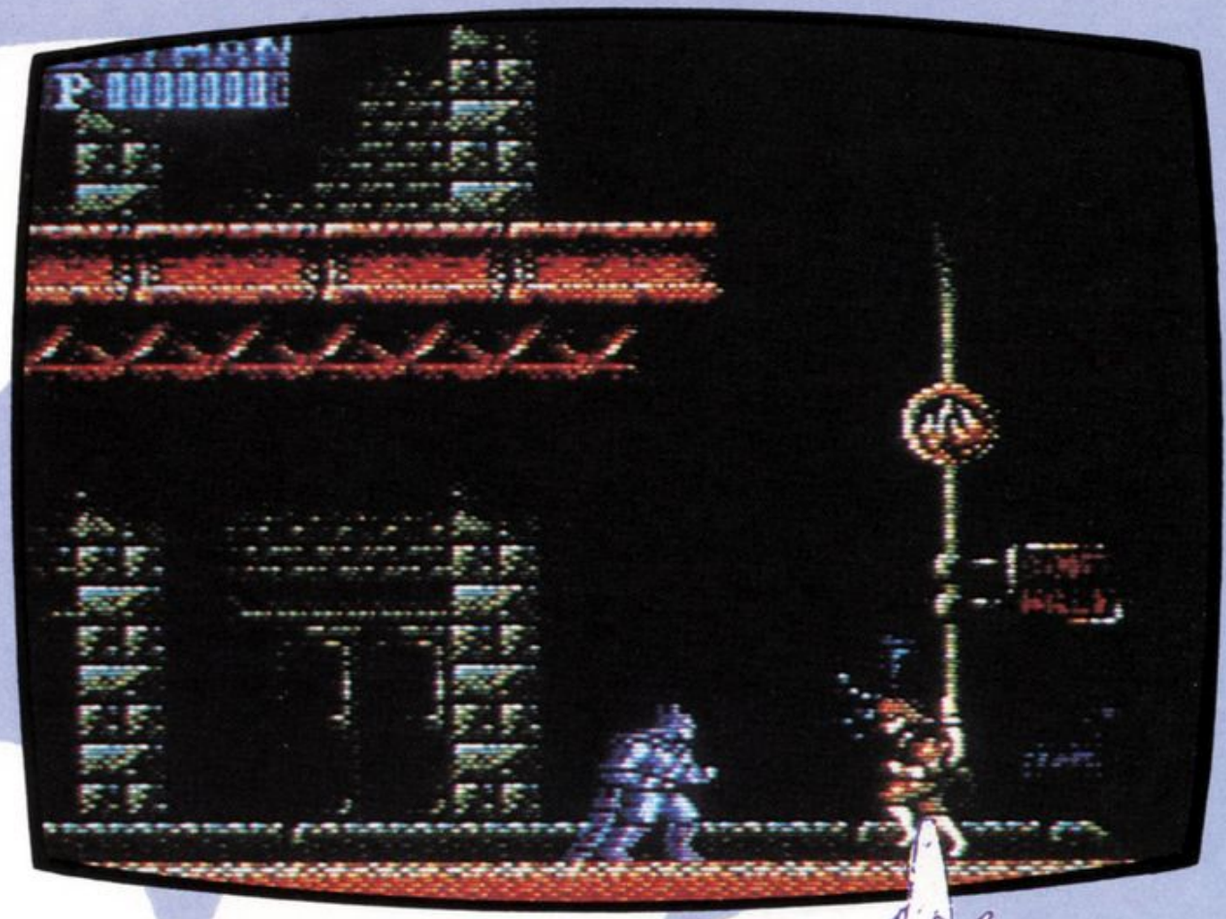
- Use controller 1 only
- A—Press to jump
- B—Press to attack/shoot
- Start—Press to select a weapon of preference (but only when optional weapons are available)
- Select—Press to pause and show the score in the upper left of the screen
- Joystick
  1. Press sideways to move BATMAN left and right
  2. Press down to make BATMAN kneel
  3. No action follows by pressing up

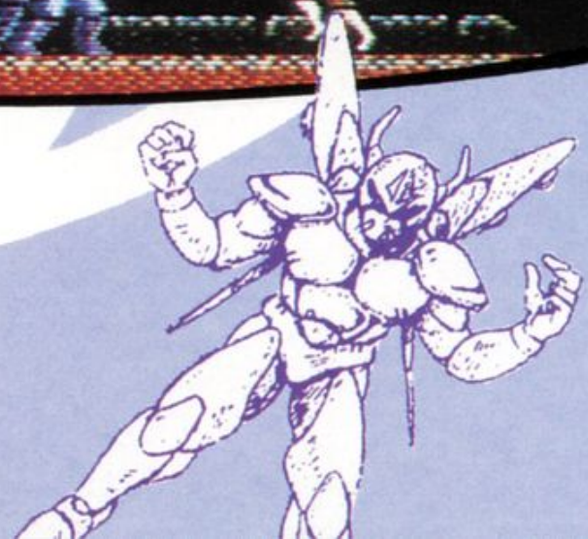
INTER-STAGE DEMONSTRATIONS

Game-Play introductory demonstrations are shown before each of the five stages. The demonstrations are designed to familiarize you with the stage you are about to play.

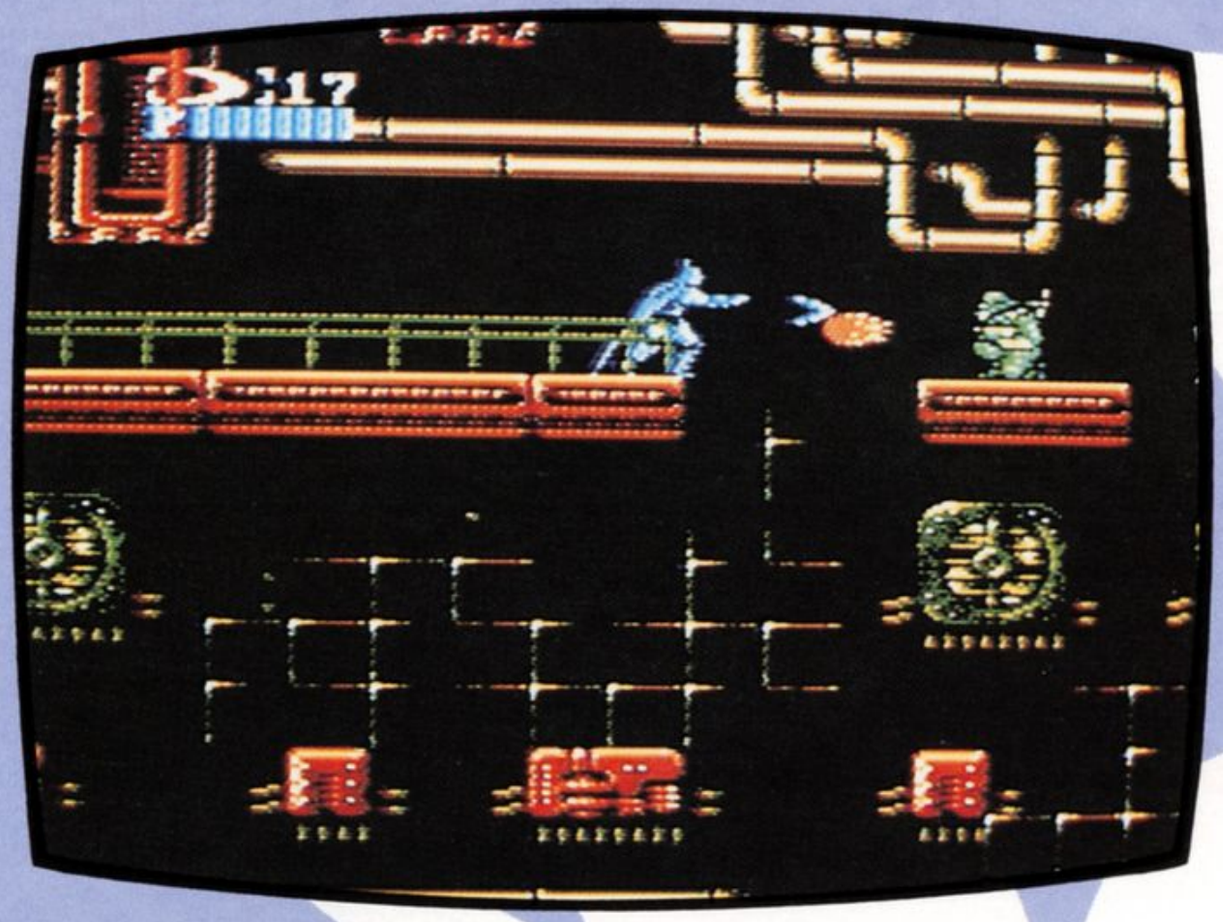
STAGE 1 GOTHAM CITY

BATMAN begins his adventure in GOTHAM CITY. As he investigates the "DDID" Nerve Gas Scandal, BATMAN travels through the dark, deserted main street. In the second area he encounters a shopping mall background with skyscrapers at the bottom. There is no sign of life, only the steel skeletons of buildings and the steel structure of a freeway. Finally, BATMAN reaches City Hall, located in the center of GOTHAM CITY, where he must defeat the boss, Killer Moth, to enter Stage 2.





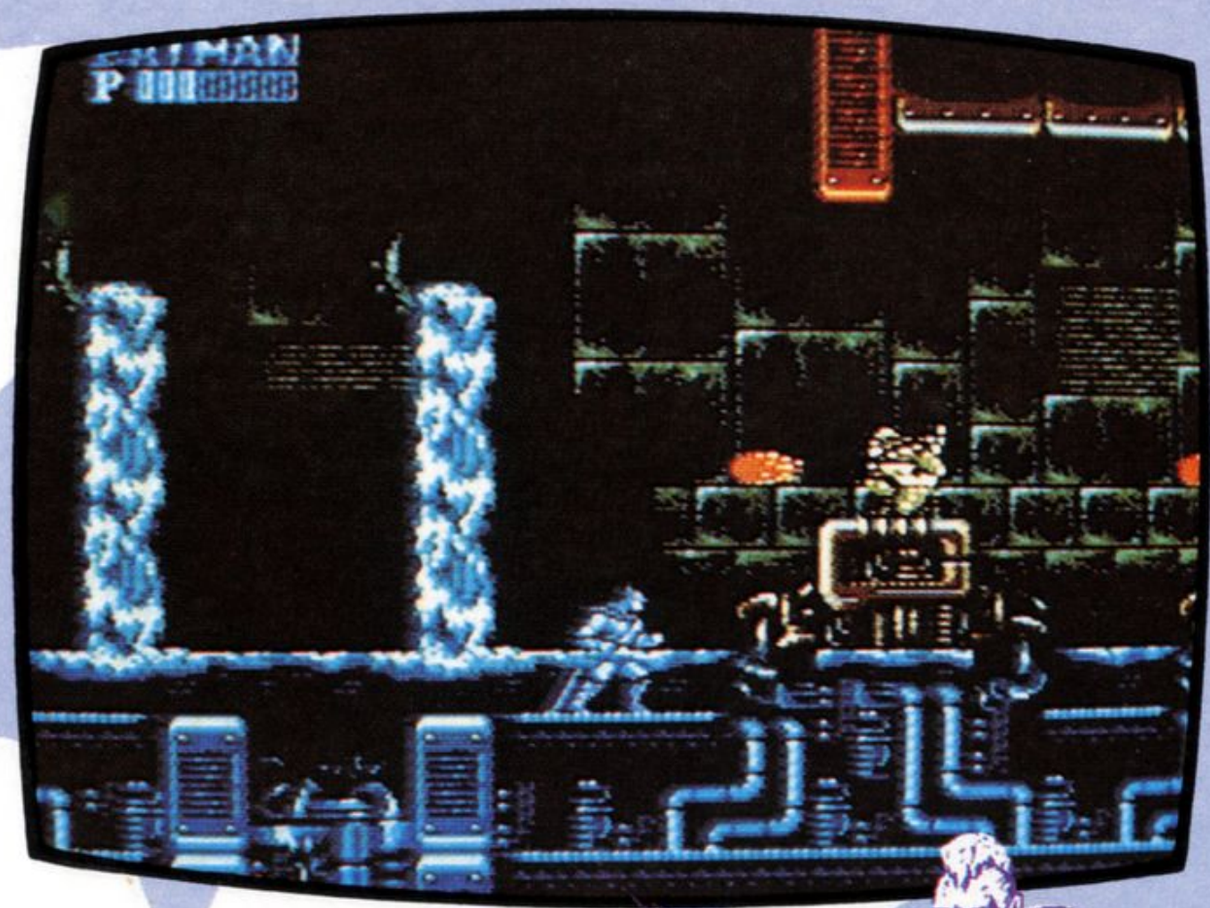
AXIS CHEMICAL FACTORY STAGE 2

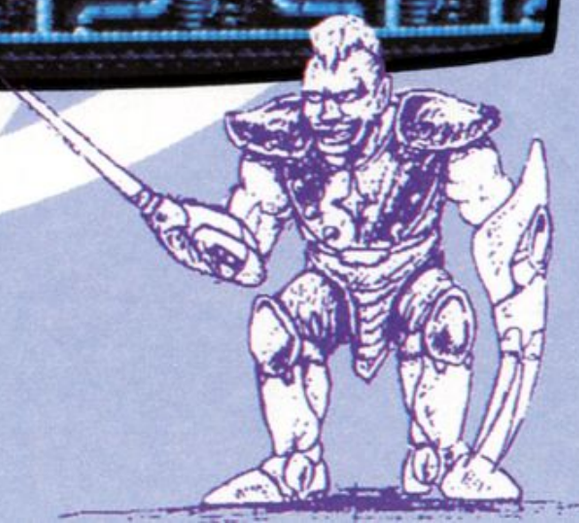


THE JOKER'S hideout, the AXIS Chemical Factory, is BATMAN'S next challenge. Here, he must cross a Liquid Waste Floor, the plant for processing chemical waste; the Spark Floor, equipped with operational panels of power for the entire factory; the Conveyer-Belt Floor, where chemical materials are refined; and finally the Nerve Center, the Boss of Stage 2. In this area, BATMAN must out-smart security traps and destroy the entire MACHINE INTELLIGENCE SYSTEM.

STAGE 3 UNDERGROUND CONDUIT

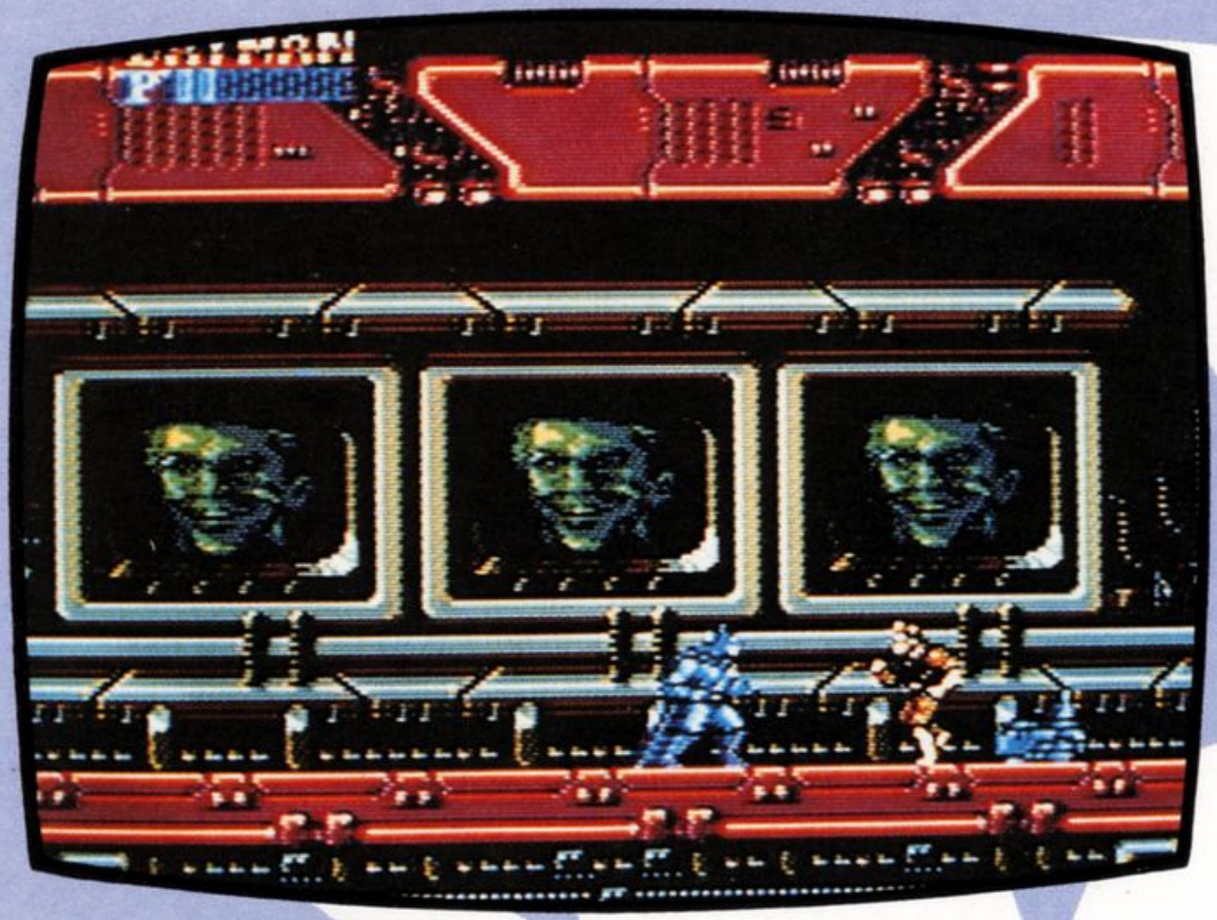
Even though BATMAN successfully destroyed the Chemical Factory, he is caught in a trap and dropped into an underground conduit. Underground Conduits I and II are a network of sewers connecting all of GOTHAM CITY. Here, BATMAN must find the secret exit, the underground Cavern. The water flowing through the conduits generates power for the Underground Station in the Cavern. When BATMAN finds the exit, he must defeat The Electrocutioner who is waiting, to advance to Stage 4.





LABORATORY RUINS

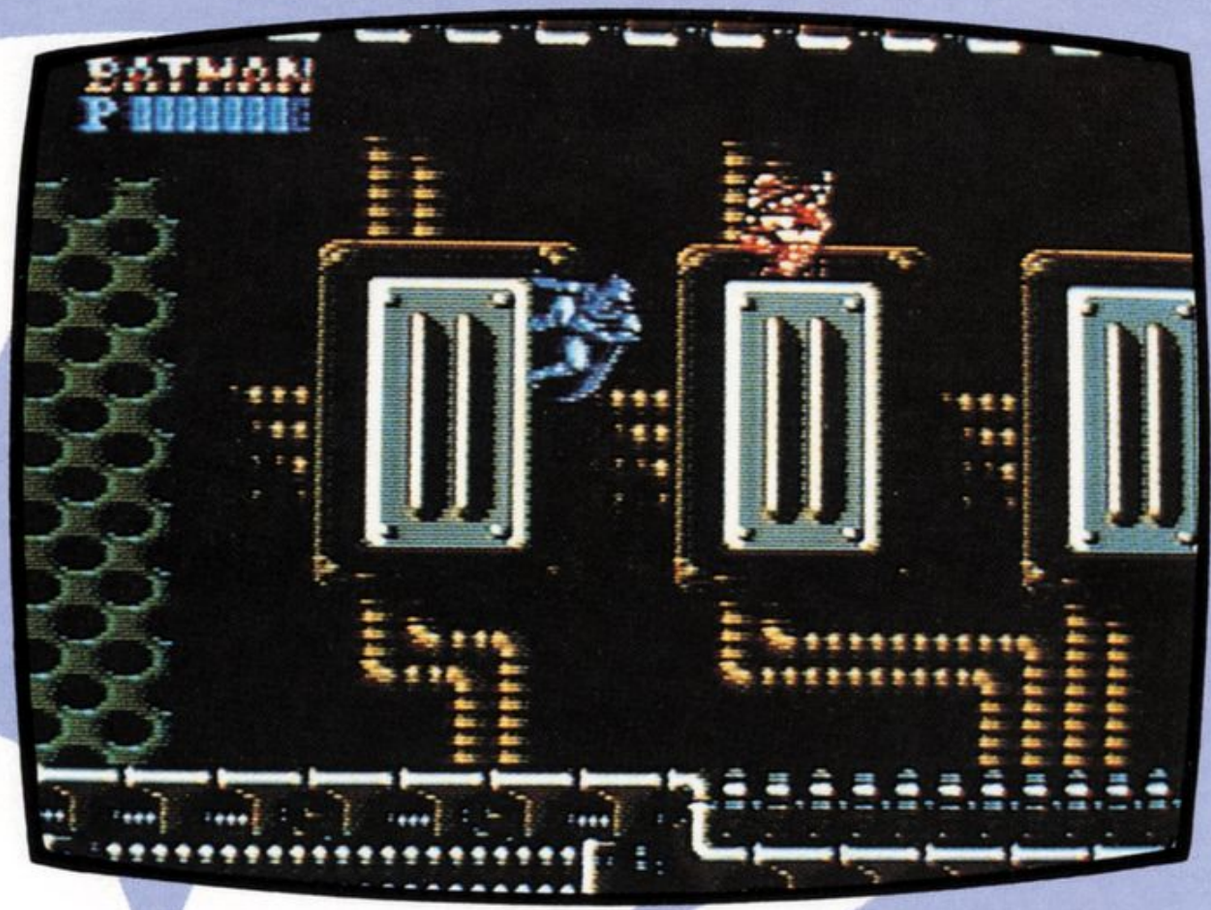
STAGE 4



THE JOKER'S other hideout, the Laboratory Ruins, is a contaminated, deserted laboratory. As BATMAN enters the Research Laboratory he sees an array of futuristic life samples made by genetic engineering.

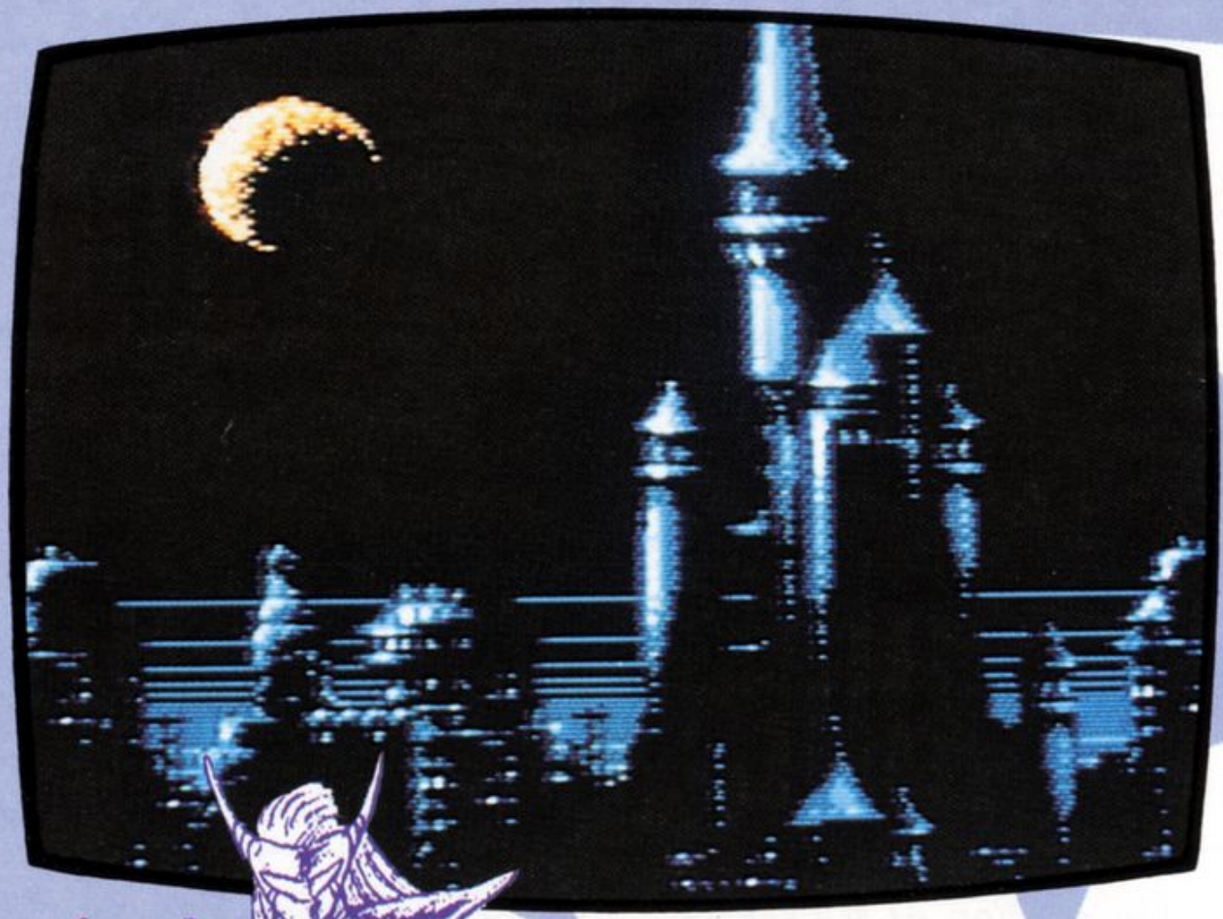
STAGE 4 LABORATORY RUINS

The next area BATMAN searches is the storage room, an almost empty warehouse with research engineering tools and equipment, energy conduits and power driving motors. Finally, BATMAN reaches the Thermal Processing Plant where a burning hot flame is used to process waste and refuse. The CAPED CRUSADER can now destroy the Dual-Container Alarm Boss and reach his final destination.



CATHEDRAL

STAGE 5



The secret Transmitter leads BATMAN to his greatest challenge — The Cathedral. After climbing the dark narrow staircase to the Belltower, BATMAN is attacked by THE JOKER'S trusted bodyguard, Firebug, the boss of Stage 5. After eliminating Firebug, he is greeted by none-other-than THE JOKER, where he has his final battle.

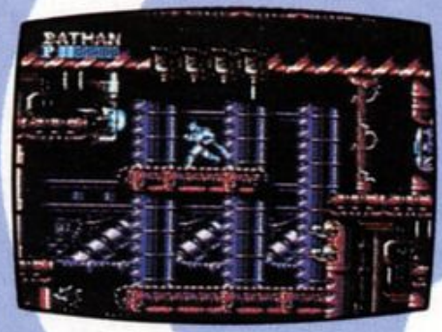
ENEMIES

	Stage	Function
Shakedown	1&2	Rush towards BATMAN
Heatwave	1-5	Shoots Fire Gun
K.G. Beast	1	Attacks with sword and "Shuriken"
The Enforcer	1	Flys with rocket back-pack and attacks with machine gun
Deadshot	1&2	He waits sitting and shoots BATMAN
Nightslayer	2&4	His movement is slow, but his nail is sharp
Maxiezeus	4	He rushes at BATMAN
Jader	3&4	JOKER made this biological weapon to jump on BATMAN

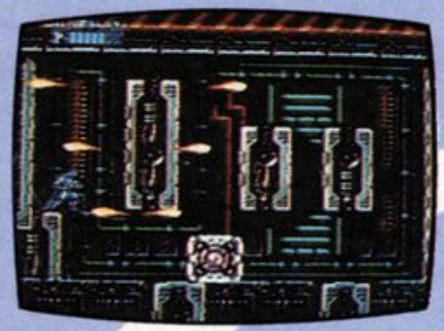
ENEMIES

	Stage	Function
Mobile Home Mine	1-4	Moving mine
Mobile Tracker	1-5	Rushes with accelerating speed at trespasser
Javelin	2&5	Attacks with long spear
Drop Claw	2-5	It sticks to the ceiling and drops bombs
Rail Runner	4	It moves left to right on a rail and attacks
EEV	3&5	Shoots like a cannon
Gluk	2	This industrial waste is a by-product of "DDID" nerve gas

BOSSES

Stage		Boss	Function
1		Killer Moth	THE JOKER hired this assassin to attack BATMAN by shooting fireballs.
2		Machine Intelligence	3 Targets: 1. Electric current controller — when destroyed the movement stops and BATMAN can move freely over the otherwise moving pillar. 2. A cannon 3. The Nerve Center is awakened after the first two targets are defeated.
3		The Electrocutioner	This Boss is a self-electrogenic man, the strongest warrior on earth, who is capable of transmitting a "Moon Attacker" (a 10 Mega-Giga volt killer beam) out of his arm.

BOSSES

Stage		Boss	Function
4		Dual-Container Alarm	This Boss controls dual-container vehicles that can stop any intruder. In an emergency, he is programmed to trigger fire bombs.
5		Firebug	THE JOKER'S most trusted bodyguard wants revenge on BATMAN for personal reasons. BATMAN defeated his brother, so Firebug will stop at nothing to kill BATMAN. He can emit 600 million °C fireballs that will instantly dissolve anything into atomic pieces. He is definitely BATMAN'S most powerful enemy besides THE JOKER.

BATWEAPONS

BATMAN is equipped with his punch at all times. Optional weapons to win:

Spear Gun

To shoot a short pointed spear at the enemies

Batarang

Used like a boomerang, it is designed to throw at the enemy and return to BATMAN

Dirk

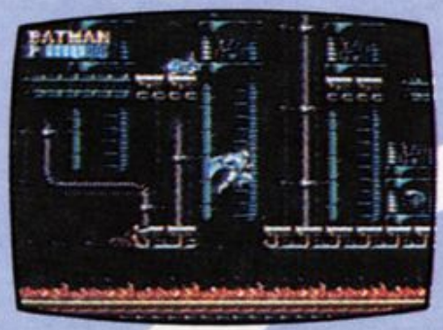
To shoot in 3 split directions, to beat enemies in a broad area

BAT-ITEMS

The player can earn each of the following three items only when he/she has defeated a certain enemy.

	Bonus Item	Item adds bonus points to score
	Pellet Item	Each pellet item earns 10 additional pellets when a certain enemy is defeated — 1. This pellet is BATMAN'S common offensive source for his three option weapons 2. Without the pellet item, BATMAN cannot use his weapons 3. The pellet consumption rate varies depending on the optional weapon the player is using.
	Heart Item	Item can regenerate 1 increment of BATMAN'S Life Power (see the Life Power Meter under BATMAN'S Power Life)

BATMAN'S MOVEMENTS



Normal Jump — Tap "A" Button

BATMAN Jump — Press and hold "A" Button

Wall Jump — A special high jump! Press "A" Button while BATMAN is in the midst of a normal jump and in contact with a wall

ON SCREEN DISPLAY

1. A double-row game-play indicator is provided at the upper left of the screen.

2. The Indicator shows:

Row 1:
- Optional weapon(s) with the number of pellets available
- When Punch Weapon is only available, the indicator will show BATMAN in blue
- Press START Button to switch weapons
- Optional Weapons cannot be used without pellets

Row 2: BATMAN'S Power Life is in 8 increments

BATMAN'S POWER LIFE

BATMAN'S Power Life is shown on the lower row of the game-play indicator. He has 3 Power Lives. Each Power Life has eight increments. One increment is lost each time BATMAN is injured. When all eight increments are lost, BATMAN loses one of his 3 Power Lives. Number of lives available and score can be seen by pressing the Pause Button.

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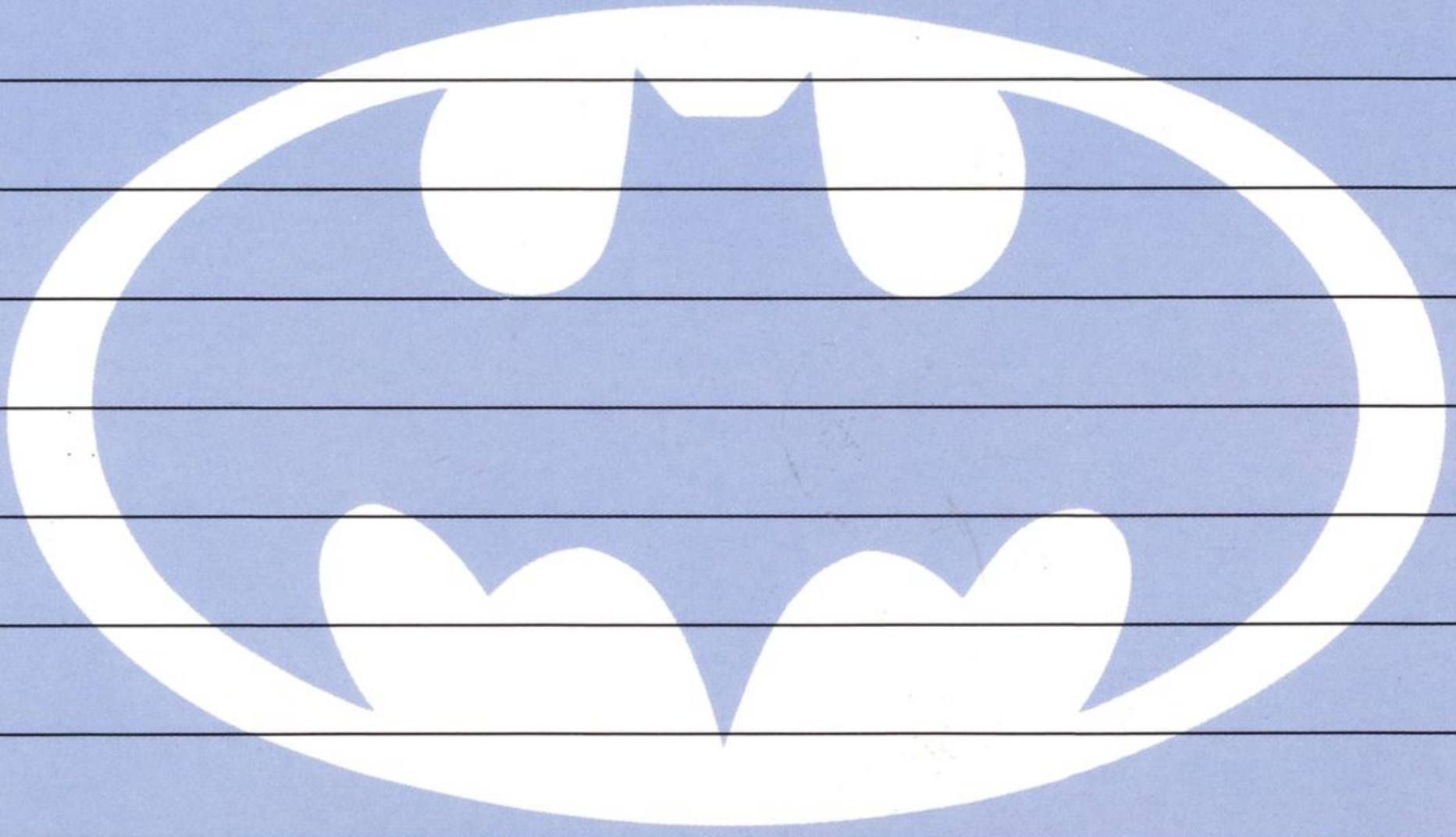
SCORES



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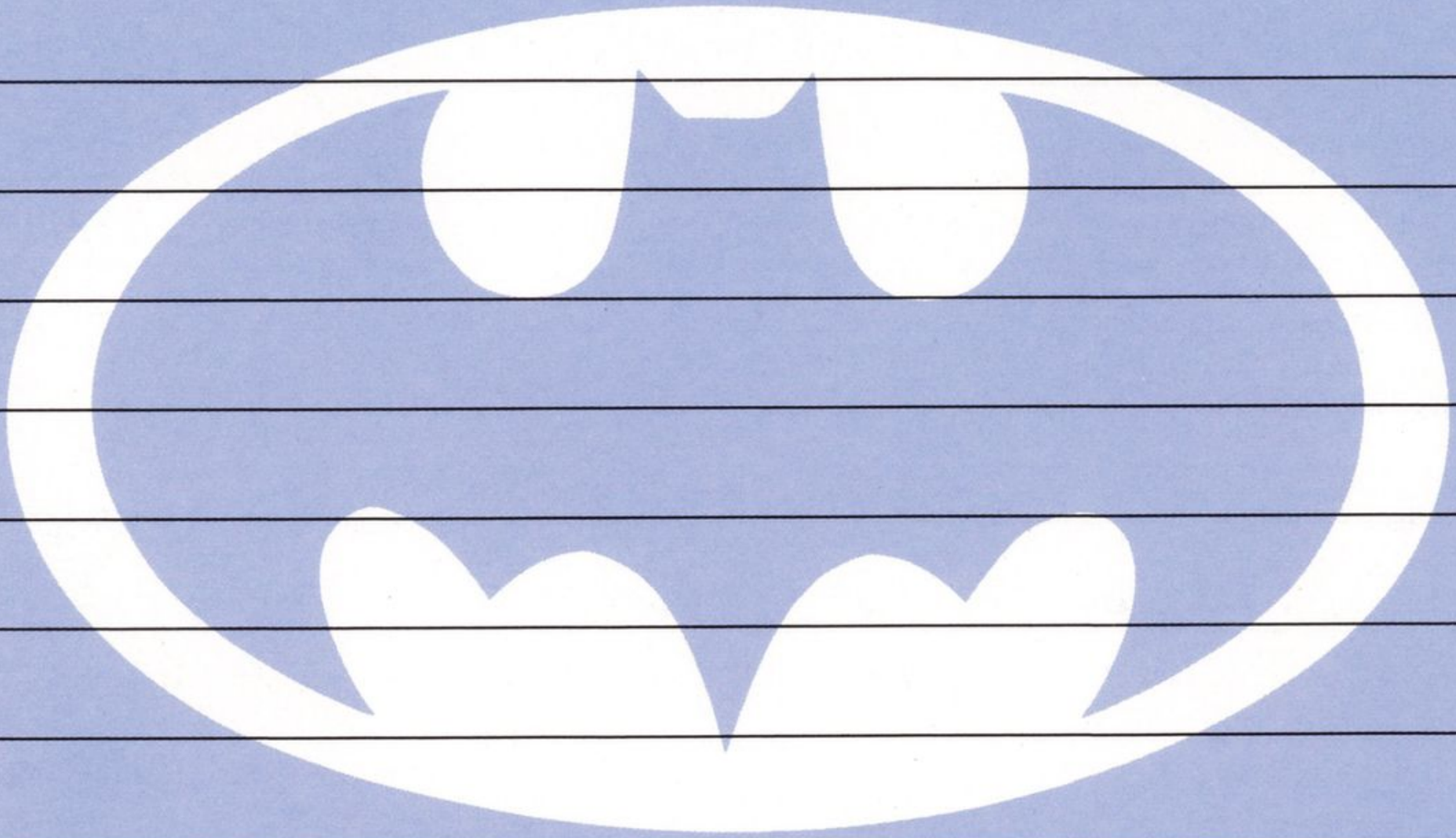

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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